

PHOBOS

Medlemsblad for ARES – kun for medlemmer

Nr. 249, onsdag 13. oktober 1999

Redaksjonelt

Skumringstimen er allerede her, vinteren nærmer seg med stormskritt, nå er det ikke lenge før de første meldingene om vinterstengte veier tikker inn. Vi kan vel bare håpe at fjellovergangen over Kjenn holder seg åpen til vi har kommet tilbake fra Hexcon.

Bedre blir det vel heller ikke av at Hasbro (de som la ned Avalon Hill for et drøyt år siden, bare for å få tak i dataspill-seksjonen) har kjøpt Wizards of the Coast.

Har du husket å melde deg på til Hexcon-bussen?

For dere skal vel på Hexcon? Nå er det på tide å melde seg på, hvis det i det hele tatt skal bli noen busstur. Ta kontakt med Herman eller Johannes hvis du er interessert i å være med til Hexcon. (Det er godt mulig at vi kan ordne noe annet, hvis vi blir for få til å leie en stor turistbuss. Men turistbuss er nå det beste likevel, helst en av de som er utstyrt med sittegrupper, slik at vi kan spille oss frem til Trondheim...)

Virus-advarsel:

Vi ser oss herved nødt til å advare om at dette nummer av Phobos kan være angrepet av datavirus. (Som om ikke syke printere, stormaskiner som krasjer, og alle de andre velkjente problemene skulle være nok. Sukk...)

Det dreier seg om et makro-virus i Word, så ikke prøv å åpne dette nummeret av Phobos i noe Word-produkt. (Ikke spør meg hvordan du eventuelt skulle klare det, min erfaring er at enkelte klarer det utroligste...)

Dersom dere skulle finne noen feil i dette nummer av Phobos, regner jeg med at feilen kan videreføres til viruset.

Vi beklager selvfølgelig de problemer dette måtte medføre for våre lesere.

Siste nytt: Viruset har – i følge sakkunnskapen – visstnok ikke smittet dette nummer av Phobos. I følge gjeldende teorier må smitten ha oppstått mellom LO ITs brannvegg og finansdepartementets brannvegg, hvilket tyder på at det er en bestemt bruker som har åpnet et vedlegg, smittet det, og sendt det videre. Phobos-redaksjonen venter i mellomtiden i spenning på oppdaterte virusprogram, slik at vi får kontrollert at dette nummeret av Phobos virkelig er fritt for smitte.

HEXCON – høstens store spillkongress i Trondheim. Les mer på side 7!



FOR IMMEDIATE RELEASE

HASBRO ACQUIRES WIZARDS OF THE COAST, INC.

Pawtucket, RI (September 30, 1999) - Hasbro, Inc. [NYSE:HAS] announced today that it has successfully completed the previously announced acquisition of Wizards of the Coast, Inc., the world's largest publisher of hobby games and a leading publisher of fantasy and science fiction literature.

Privately-held Wizards of the Coast was founded in 1990 by Peter D. Adkison, President and CEO, and is best known for Magic: The Gathering, the world's all-time best-selling trading card game. Other well-known products include the popular Pokémon trading card game, currently the number-one game in the U.S., and the Dungeons & Dragons roleplaying games. Peter Adkison and his senior management team will continue to run Wizards of the Coast, which will remain based just outside of Seattle, WA.

Hasbro is a worldwide leader in the design, manufacture and marketing of toys, games, interactive software, puzzles and infant products. Both internationally and in the U.S., its Playskool, Kenner, Tonka, Oddzon, Super Soaker, Milton Bradley, Parker Brothers, Tiger, Hasbro Interactive, and Galoob products provide children and families with the highest quality and most recognizable toys and games in the world.

Wizards of the Coast, Inc., the worldwide market share leader in the trading card game and tabletop roleplaying game categories, is a leading developer and publisher of game-based entertainment products as well as the owner and operator of one of the nation's largest specialty game retail chains. The company holds an exclusive patent on the play mechanic of trading card games (TCGs) and produces the world's best-selling Pokémon* and Magic: The Gathering TCGs. Publisher of adventure games such as the classic Dungeons & Dragons games, family card and board games and electronic media products, Wizards of the Coast is also one of the world's leading fantasy and science fiction book publishers. The company has retail locations that provide game-play areas. Headquartered near Seattle, Washington, Wizards of the Coast has international offices in Antwerp, Paris, Milan, London and Beijing. For more information on Wizards of the Coast, visit the company's website and electronic retail store at www.wizards.com.

[Original Announcement](#)

[Frequently Asked Questions](#)

[Chat Log - Wizards CEO Peter Adkison](#)

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NAPOLEONIC FILES II

av Andreas Ørlyng

Her kommer del II av Napoleonic Files. Vi fortsetter å følge Napoleon i Italia.

The Supporting Cast:

The Continuing Saga of Napoleon's
First Campaign in Italy and
the Men Who Served or Fought Him

Following the treaty of Cherasco on 28 April, 1796, which removed Sardinia-Piedmont from the war, General Bonaparte's Army of Italy continued to pursue the Austrian Army up the Po River valley with the aim of destroying the First Coalition's primary army in Italy and seizing Milan. To accomplish this, Napoleon sent an advance guard under General Lannes to take the bridge at Piacenza and move against the Austrian rear.

The Austrian commander, Beaulieu, had anticipated just such a move and attacked Lannes' force at Fombio on 8 May. Despite the Austrians' pre-emptive attack, Lannes led a charge that overwhelmed Beaulieu's Imperial troops, and the French Army of Italy extended its almost unbroken string of victories.

That night, Austrians who had been marching to the aid of their comrades at Fombio surprised the French outposts. During a sharp firefight in which the Austrians were thrown back, General Laharpe was mortally wounded, possibly by his own men. The French had lost the first of their heroes of Italy.



Napoleon's pursuit the next day resulted in the battle of Lodi. On 13 May the French occupied Milan; an Austrian detachment still held the citadel while Beaulieu's main force continued to retreat and Napoleon continued to pursue.

On 30 May, Bonaparte launched Sururier's Division at the center of Beaulieu's cordon defense at the town of Borghetto. The Austrian line was cut in two and retreated either to the north or into the fortress of Mantua. The French followed northward on the heels of their opponent's main army.

History as we know it was nearly undone on 1 June when Napoleon was almost captured by Neapolitan cavalry under Sebettendorf. This prompted him to form a cavalry troop as his personal guard called the Guides.

By 4 June, Beaulieu was driven north into the Tyrol, where he was soon relieved from command. Having placed Mantua under siege, the French went on a series of punitive raids to the south which cowed the various Italian states and reaped millions in loot needed to boost the French peoples' confidence in their government. As a consequence of these raids, Naples dropped out of the war taking its dangerous cavalry with it. Neapolitan troops would never again be held in such high esteem as they were in 1796.



The political situation in France at the beginning of May in 1796 was one of uncertainty. The government (the Directory) was financially broke and under pressure from without and within. On the same day as the battle of Lodi, Gracchus Babeuf led a coup d'etat in Paris which was only stopped by luck and the plotters' incompetence. The government had only just survived the Royalist coup attempt of 13 October, 1795 and this attempt by the Left further destabilized the Directory.

Because of the political atmosphere of suspicion and mistrust, French military forces on the Rhine were divided between two commanders (Jourdan and Moreau) with neither in overall command. When the Directory informed Napoleon after Lodi that the same dual command structure would exist in Italy between himself and General Kellerman, Bonaparte fired back a stinging letter offering his resignation: "It is better to have a single mediocrity command all, than to divide the army between two superior commanders."

The French government could ill afford to dismiss one of its few popular heroes, so it quickly backed down and reinstated Napoleon as the overall commander of the Army of Italy.

French strategy called for Napoleon to move north through the Alps to operate against the rear of Archduke Charles' Austrian Army, which was opposing Jourdan and Moreau. When the French failed to attack along the Rhine on 1 June as planned, Napoleon risked being caught in the Alps with enemy to his front and rear. Mantua had to be taken first to insure that Bonaparte's rear was secure.



Events would overtake the French, however, so that this grandiose plan would never be attempted. Control of the Alpine passes by the Austrians would put Napoleon in much peril in the following months. Over the next several issues we will continue to examine the 1796 Campaign where Napoleon experimented with his military theories, commanded his first major army, and built a reputation as a great captain of history.

Young General Bonaparte, not yet 27, did not accomplish this by himself. What follows is a brief summary of the men who played important roles during the campaign of 1796-97 in Italy.

Napoleon's Key Lieutenants



Augereau

Augereau, Pierre Francois: This future Marshal was called a braggart, duelist, looter, and liar. He had served in the Prussian Army before deserting and it had given him a military air as well as an appreciation for discipline. He was well-groomed and impressed his men with a combination of swagger and authority. Age 39 in 1796, these were his glory days. It was at Castiglione in 1796 that Augereau's performance would later win him a Dukedom when Napoleon became Emperor.

Bessieres, Jean-Baptiste: This future Marshal had been a captain in the National Guard. His unit had remained loyal to the King and was crushed at the storming of the Tuilleries. A young man like Napoleon, 28 years old, Bessieres impressed Bonaparte enough to earn him command of the Guides upon their formation. This unit would evolve into Napoleon's Guard Chasseurs. Bessieres would distinguish himself at Rivoli in 1797.

Massena, Andre: This future Marshal had already earned a fighting reputation by the time Bonaparte took command of the Army of Italy. He felt, in fact, that this command should have been his. However, he soon fell under the spell of the young Corsican. Massena, 38 years old in 1796, would play prominent roles throughout the campaign and would earn his first title, that of Duke of Rivoli, by the daring he displayed at that battle. Most of his rapacious looting, which somewhat sullied his reputation as a talented field commander, lay in the future.

Sururier, Jean Mathieu Philibert: At 54, this future Marshal was a veteran of the Seven Years War and oldest of this distinguished group. He joined the Revolution early, but like many other officers was later accused of Royalist sympathies before being exonerated. He commanded one of Bonaparte's divisions for most of 1796-97. Sururier would retire from active command after the 1799 Italian campaign.

Lannes, Jean: almost the same age as Napoleon, this future Marshal rose from the ranks and was renowned for his courage. He would play a prominent role throughout the first part of the campaign, usually at the head of a select group of grenadiers. His numerous wounds in Italy gave further proof of his willingness to lead from the front. He made general on 17 March, 1797.



Joubert

Joubert, Barthelemy: He was born the same year as Napoleon and was considered for the role as the "sword" needed for the overthrow of the Directory before his death at the battle of Novi on 15 August, 1799. He combined courage with a quick tactical mind. He would fight in most of the major engagements of 1796-97 and be given the honor of returning with the captured trophies following the cessation of hostilities. Probably would have been a Marshal had he lived.

Kilmaine, Charles Edouard: This 45 year old veteran of the American Revolution would rise to command the Army's cavalry following the death of General Stengel. Although constantly ill, he built up the French cavalry until it was a match for any opponent. His chronic infirmity would eventually kill him in 1799.

Vaubois, Charles Henri: He had advanced through the first days of the Revolution as a commander of volunteers. At age 48, he started the 1796 campaign in the Army of the Alps under Kellerman. Transferred to the Army of Italy following Lodi, he commanded a division and played a crucial role at Arcola, where his men held off a much larger force allowing Napoleon to achieve the victory. This achievement was all the more remarkable because he commanded some of the worst troops in the army.

Napoleon's Austrian Opponents

Most of the Austrian commanders were much older than their French counterparts. Alvintzy, a spry 61 in 1796, would be defeated by Napoleon at Arcola and Rivoli. Beaulieu and Wurmser, who commanded major Austrian armies in Italy, were both over 70 when the campaign began! Long, loyal service had earned them the gratitude of the Hapsburg monarchy, but these men were unable to keep pace with what David Chandler summarized as: "...the end of an era. The days of limited eighteenth-century warfare were fast drawing to a close in the face of the energy and ideology of the French Revolutionary armies, now led for the first time by a general really worthy of their latent talents."

Alvintzy, Josef: This Transylvanian General had been the victor of the battle of Neerwinden in 1794. He commanded an attempted relief force for Mantua but was stopped at Arcola.

Argenteau, Eugene Guillaume-Alexis: He was a descendant of General Mercy, the Catholic commander at the battle of Nordlingen in the Thirty Years War. He also was the cousin of Marie Antoinette's chief councilor. He would distinguish himself in the Seven Years War as well as against the Turks before leading a column under Beaulieu.

Beaulieu, Johann Peter: Commander of the Austrian forces in Italy at the outset of 1796. A veteran of the Seven Years War, his plan for the defeat of the French showed promise against an average opponent. Napoleon defeated the 71 year old general repeatedly until Beaulieu was dismissed following his loss at Borghetto. Although scoring victories over several French generals, including Jourdan, Beaulieu was no match for the young Corsican.

Colli, Michael: Although an Austrian, Colli started 1796 in command of the Sardinian-Piedmontese Army. After their defeat and exit from the First Coalition, he took command of the Papal forces until the Treaty of Tolentino in 1797 which removed the Papacy from the First Coalition.

Davidovitch, Paul von: He served as second in command to both Wurmser and Alvintzy, leading independent columns. It was his troops that forced the temporary abandonment of the siege of Mantua. He would thereafter alternately guard and threaten the Adige River valley approach between the Tyrol and Verona.

Lipthay, Anton: An aggressive commander who had won the battle of Negutin against the Turks despite being outnumbered more than two to one. He made the night attack which resulted in Laharpe's death and fought the successful rearguard action after the defeat of Borghetto. He was wounded and knocked out of the campaign at Castiglione. Three years later he would be wounded again, this time mortally, at the defense of Verona.

Quasdanovitch, Peter: Commanded an independent column moving to the west of Lake Garda and would be defeated at Lonato by Massena. He went on to lead the ill-fated column crushed at Rivoli.

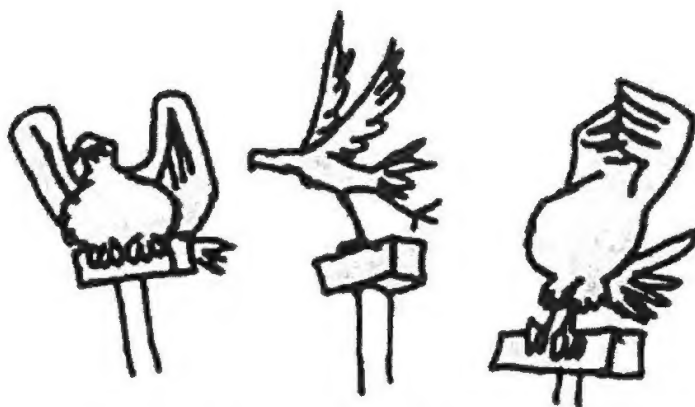
Sebettendorf, Charles Philippe: As a scion of a military family he commanded the Waldeck Infantry Regiment. In 1796 he commanded the rearguard at Lodi and led one wing of the final Austrian attempt to break out of Mantua at the end of the year.

Wukassuvich, Joseph Philipp: He was a colonel at the start of the campaign, and one of the few Austrian heroes at the battle of Loano the previous year. It was his well-executed counter attack at Dego that had almost derailed Napoleon's plans. He continued to rise through the ranks until killed at Wagram in 1809.



Gen. Wurmser

Wurmser, Dagobert Sigismund: This Alsatian had been in the Austrian service since 1747. He was a tough old hussar and brought a rough and ready attitude to battle. He had been the Army commander on the Upper Rhine and was successful until sent to try and retrieve the situation in Italy. While he was able to briefly relieve the siege of Mantua, his defeats at Castiglione and Bassano created the need to send another Austrian Army into Italy. Following Bassano he eluded the French and entered Mantua. Wurmser's army would wither away from disease in that pest hole. He was, however, under orders to hold Mantua until relieved.



EARLY FRENCH EAGLE DESIGNS # 1

Velkommen til Hexcon -99!

Velkommen til Norges eldste spillfestival, arrangert av Norges nest eldste spillklubb! Historiens første Hexcon ble arrangert i 1984, og i år har vi kommet til det 16. i rekka.

Årets Hexcon følger den samme hovedmalen vi har hatt siden begynnelsen av 90-tallet. For at folk skal få spilt mye forskjellig har vi så mange som mulig av turneringene/ arrangementene på en pulje, uten finale. Vi gjør vårt beste for å ha et bredt tilbud, med både nye og gamle spill, og vil heller ha et arrangement for mye enn et for lite. Dessuten legger vi i år enda bedre til rette for fri spilling, for de av dere som i en pulje eller to ikke finner noe som passer på programmet. Og vi har selvsagt den tradisjonsrike banketten på lørdagen.

Hexcon arrangeres av spillklubben Hexagon. Hexconsjæfen og -komiteen tar seg av organiseringa av konnen, og andre fra klubben og miljøet rundt stiller med de enkelte turneringene og arrangementene. Vi i Hexconkomiteen vil rette en varm takk til alle dere som stiller med et eller flere arrangement. Uten dere ville programmet sett mildt sagt tynt ut!

Velkommen til Hexcon! Ha det gøy!

Hilsen Hexconkomiteen:

Øyvind Grønnesby (Hexconsjæf)

Helle Buvik, Tord Reistad, Leif Magnar Kjønnøy, Tarjei Aasen, Even Sørgjerd, Eirik Østlund og Ragnhild Ljosland

HexCon '99

Program

Fredag		Lørdag			Søndag	
18-01	01-07	08-12	12-17	19-01	01-07	08-12
Paranoia	Call of Cthulhu	Fabula	Harn	Age of Renaissance	Junta	Wrasslign
1870	Shogun	Merchants of Venus	Mage	Vampire	GURPS: Discworld	Tales from the Floating Vagabond
Warhammer RPG	Britannia	SveaRiket	History of the World	RoboRally	FormulaDe	Atlantic Storm
Advanced Civilization		Ars Magica		Titan the Arena		Cheapass Mania
Magic Booster Draft		Magic Sealed Deck				
			Star Wars CCG NG			
			Mutant Chronicles			
			Settlers of Catan			

Bankett

Arrangør: Hexconkomiteen

NB! Banketten koster 130, den er ikke inkludert i deltageravgiften!

NB! Forhåndspåmelding er nødvendig, det blir få eller ingen plasser til salgs på Hexcon!

De aller fleste av Hexcons deltagere pleier å delta på banketten, et hyggelig, sosialt og godt festmåltid.

Maten blir bestilt fra et cateringfirma. Menyen blir skinkesteik og dessert, og porsjonene pleier å være rikelige selv for grådige, gribbete, griske spillere...

Fri spilling

Arrangør: Hexconkomiteen/DU!

Selv med et glimrende program som Hexcons kan det hende at du en tid ikke er engasjert i noe av det vi organiserer. I så fall kan du jo bruke tiden til å spille? For å gjøre det lettere for deg å finne noen å spille med setter vi opp et bord hvor de som ønsker å spille noe utenfor programmet kan sette seg ned for å finne likesinnede. Når dere så er passe mange er det bare å låne et spill fra Hexagons samling, eller ta fram et spill noen har tatt med selv, og sette i gang å spille!

Kosekrok

Arrangør: Hexconkomiteen

Kosekroken er et bord og noen stoler litt adskilt fra resten av konnen, og dedikert til sosialt samvær. Bra sted å gå for prate med (og få) nye og gamle bekjente når du ikke føler for å spille.

Praktisk Info

Kontaktinfo:

E-post: hexcon@pvv.ntnu.no

Post: *HexCon '99, Postboks 79, 7001 TRONDHEIM*

Tid:

5. - 7. november 1999.

Vi åpner kl. 1630 med spill aperitiff. Vanlige puljer begynner ikke før kl. 1800.

Sted:

Rosenborg Ungdomsskole i Trondheim.

Pris:

150,- for de som ikke har vært på HexCon før. 175,- for de andre. 50,- Magic billett (i tillegg kommer en sum som skal betales til Dreamlands)

I tillegg: 130,- for bankett, for de som ønsker det.

Overnatting:

Du kan overnatte på Rosenborg Ungdomsskole gratis.

EX CATHEDRA

Spalten til Johannes H. Berg (leder Ares Bjølsen/administrator ARCON)

Ja, nå er det faktisk bare ett enkelt nummer igjen: PHOBOS 250 er like om hjørnet! Det blir kanskje ikke like tykt som de to "store" jubileumsnumrene 50 og 100, men ikke desto mindre har vi tenkt å ordne med mye spennende stoff, og en god del ekstra materiale. Vi lover ikke annet enn at det kommer til å bli en del spillmodul-materiale, og sannsynligvis en god del historisk relevante innslag, samt et par overraskelser.

Foreningen vår er jo faktisk hele 18 år gammel i år, og i de 8 første av de årene kom det jo slett ikke ut noe PHOBOS. Så det blir nok ikke så rent lite av dokumentasjon fra Ares' "pionérperiode" som eventuelt må graves frem før vi kan fortelle hele historien om hvordan denne klubben vokste frem som den viktigste i Oslo-området. Ikke minst historien om ARCON fortjener å fortelles i detalj; den enorme oppslutningen denne kongressen har fått gjennom de siste ti årene har gjort den til noe helt enestående blant tilsvarende arrangementer i Norge. Riktignok har medlemstallet nå tilsynelatende lagt seg på ca. 700 i året, altså en drøy 40% reduksjon fra toppåret 1993. Men komiteen vår har faktisk store planer for år 2000, og uansett er det ikke akkurat noen andre begivenheter innen simulerings-spill-hobbyen som egentlig kan konkurrere med kjempekongressen vår hver juni.

Det eneste man egentlig kan sammenligne ARCON med er den gigantiske The Gathering-mønstringen av datainteresserte hver påske; det er da også snakk om et evenement som opprinnelig nok var en smule inspirert av Norges største spillfestival. Nå for tiden har TG tusenvis av deltagere, og er på mange måter noe helt annet enn en spillkongress; men som det ledende treffet innen en diger ungdomshobby er det klart at det også finnes tydelige likhetstrekk. Og arbeidsinnsatsen er i det minste i like stor grad basert på frivillighet

og entusiasme, for å ordne med beslektede problemer. ("På TG behøver de jo ikke skaffe arrangører, bare strømtilkobling og nettverk" hører jeg noen i programutvalget vårt fnyse...)

ARCON-NYTT er jo kommet nå i slutten av september: info-bladet for årets resultater, feedback-skjema (har dere levert?), takk for sist til deltagere og verving av arrangører til neste års kongress. Vi går ut fra at de fleste av dere allerede har lest det (resultatene sto jo først her i PHOBOS!) -- men om noen av dere skulle ha bruk for å få ett eller flere eksemplarer, er det bare å spørre undertegnede.

Ellers går livet på Bjølsen sin skjeve gang. Det er blitt tatt kontakt med den norsk-italienske klubben fra vår side, bl.a. for å finne ut deres planer m.h.t. oppussing/omlegging av kjøkkenet og andre ting. Der er ennå ikke alt klarlagt, men ifølge Anette Gjertsen fra Felleshus-styret vil styret for sin del gjerne kvitte seg med resten av de gamle møblene også. Dette vil sikkert ikke være så hyggelig for rollespill-gruppen vår, men det er egentlig fint lite vi kan gjøre for å påvirke dem. De later til å mene at sittekomfort er mindre viktig enn at møblene ser lurvete ut...

Det som altså kanskje er aller viktigst i PHOBOS-sammenheng nå, er det forestående Jubileumsnummeret. Send oss stoff!!! Alt er av interesse, fra gamle møte-fotos til spillmoduler! Har dere noe som helst som kunne være egnet, er det bare å ta kontakt med undertegnede, Herman Ellingsen, Thomas Refsdal eller Trond Jansen! Det seneste materialet kan være inne, er til helgen 22-27. oktober.

- Johannes H. Berg

HEXCON-buss?

HexCon '99 finner du litt av hvert om andre steder i dette bladet. (s.7-8). Men vi har tenkt å forsøke å få istand en felles buss fra Oslo, til en rimelig penge, kanskje helt ned i 4-500 kr. Det krever, selv med litt subsidier fra Ares eller OASF, at vi til sammen er ca. 20-25 personer. Ellers blir det sikkert en eller annen form for felles (billigere) biltur. Uansett har disse fellesturene pågått i en årrekke nå, og vi synes de er en trivelig tradisjon. Ta kontakt med Johannes H. Berg, Thomas Refsdal eller Herman Ellingsen om du kan tenke deg å bli med på noe slikt!

PHOBOS FOR 10 ÅR SIDEN

Plassmangel + ikke noe relevant materiale å trykke opp gjør at denne spalten må utgå denne gang. Dessverre har vi altså noen hull i arkivet akkurat rundt nr. 17-19, men vi skal få komme tilbake til hele historien om den berømmelige Ares/Ares splittelsen allerede i jubileumsnummeret — 250 er bare to uker unna!

ARES SPILLDESIGN

del 5 — Litt om byen Miben ved utløpet av Cherediel, Zermaire

Rollespill-bakgrunnen vår begynner nå å ta for seg en bestemt by, ikke så veldig stor, men den viktigste i Nedre Cherediel-traktene. Vi introduserer byen m/omegn, og viser et lite riss av beliggenheten: Plassen tillater dessverre ikke noen omfattende bruk av kart denne gang, så det får vi heller komme tilbake til i neste nummer, der det i det minste burde være et større antall sider til rådighet!

Byen og borgen Miben er sete for Markgrevene av Cherediel-karram (Nedre Løps Grevskap). Til sammen bor det omtrent 3 000 mennesker her, og dessuten er dette en av de beste havnene ved hele Tamangar-bukten.

